Kenta Onimura

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https://github.com/oniken

Education

University of California, Los Angeles (UCLA)
Bachelor of Science Candidate in Computer Science
- *Expected Graduation Date:* Spring 2017
- *GPA*: 3.7
- *Relevant Coursework*: Object-Oriented Programming and Data Structures, Scalable Web Services, Software Construction, Operating Systems, Machine Language and Computer Architecture

Professional Experience

Apple Inc.   June 2015 – Sept. 2015
Software Engineering Intern   Cupertino, CA
- Create a stress test harness for iOS and Mac Safari in Objective-C and C++
- Develop compatibility and security patches for the WebKit Open Source Project in OSX and iOS
- Add debugging options and JavaScriptCore configurations to WebKit builds to analyze performance

Symantec Corporation   July 2014 - Sept. 2014
Software Engineering Intern   Los Angeles, CA
- Developed Jenkins plugins that abstracted build scripts for both internal tools and field products
- Utilized Windows command line tools to test and convert build processes to Jenkins plugins
- Discussed workflow optimizations with development teams to modify existing Jenkins plugins

Bruin Consulting- 501(c)(3)   Jan. 2014 - present
Project Manager   Los Angeles, CA
- Spearheaded a market study for a leading ecommerce client to expand their video ads platform
- Drafted and executed a project deliverable that quantified online video viewership within the college demographic and provided technical recommendations for market entry and expansion

Projects

Atticus, CS188 - Scalable Internet Services   April 2015 - June 2015
- Created a freelance web application specialized for college students with Ruby on Rails and MySQL
- Deployed the app on AWS and quantified improvements from horizontal and vertical scaling
- Implemented server-side and client caching to reduce 502 errors by up to 75% under extreme loads

AmTracker, LA Hacks 2015   April 2015
- Developed a GUI application to visualize Amtrak routes and ticket prices with MEAN stack
- Devised back-end logic to connect two distant users at a station with minimal idle time and price
- Generated large random datasets to test app and optimize features for demo

UNIX File System Driver, CS111 - Operating Systems   Jan. 2015 - April 2015
- Implemented a simplified UNIX file system with a free block bitmap and inode block in C
- Developed basic file system operations including linking and creating/writing files
- Added a crash testing feature to simulate consequences of failed writes and interrupted operations

Technical Skills

Computer Science
- *Languages*: Professional experience with C++, Objective-C, Python, Java; Basic experience with Bash, JavaScript, Ruby, Perl, HTML5
- *Software*: Visual Studio, Xcode, WebKit, GDB/LLDB, SQL, Jenkins, Ruby on Rails, Tsung, Git
- *Operating Systems*: OSX, iOS, Android, Windows 7/8, UNIX/Linux/Ubuntu